

(19) World Intellectual Property Organization International Bureau



(43) International Publication Date
21 July 2005 (21.07.2005)

PCT

(10) International Publication Number
WO 2005/065794 A1

(51) International Patent Classification⁷: A63F 9/14, 13/10, A61B 5/0476

(21) International Application Number: PCT/SE2004/001778

(22) International Filing Date: 29 November 2004 (29.11.2004)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data: 60/481,850 2 January 2004 (02.01.2004) SE

(71) Applicant (for all designated States except US): INTERACTIVE PRODUCTLINE AB [SE/SE]; Osterogatan 3, S-164 40 Kista (SE).

(72) Inventor; and

(75) Inventor/Applicant (for US only): SODERLUND, Staffan [SE/SE]; Osterogatan 3, S-164 40 Kista (SE).

(74) Agents: RUSSELL, Nan et al.; Fasth Law Offices, 26 Pinecrest Plaza, Suite 2, Southern Pines, NC 28387-4301 (US).

(81) Designated States (unless otherwise indicated, for every kind of national protection available): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NA, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.

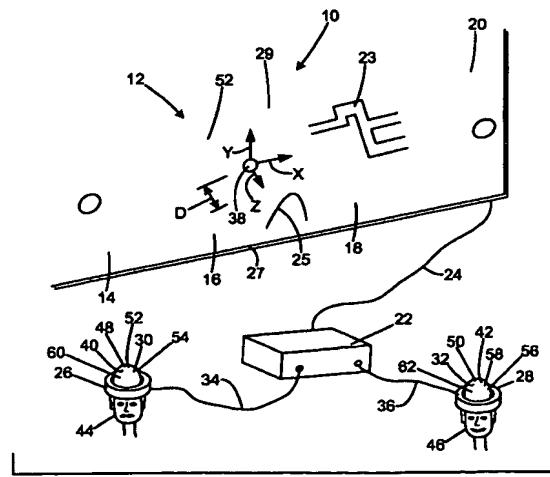
(84) Designated States (unless otherwise indicated, for every kind of regional protection available): ARIPO (BW, GH, GM, KE, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IS, IT, LU, MC, NL, PL, PT, RO, SE, SI, SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

Published:

- with international search report
- with amended claims

[Continued on next page]

(54) Title: METHOD FOR PLAYING GAMES USING BRAIN WAVES



WO 2005/065794 A1

(57) Abstract: The method is for playing a game (10) by providing each player (44, 46) with a sensor (30, 32) for measuring brain wave frequencies of the players (44, 46). The player (44) moves a unit (38) on a playing area (12) in an x-direction toward the player (46) when the brain wave frequency of the player (44) is at a first frequency and the brain wave frequency of the player (46) is at a second frequency wherein the first frequency is lower than the second frequency. The player (44) moves the unit (38) in a y-direction perpendicular to the x-direction when the brain wave frequency of the player (44) is at a third frequency and the brain wave frequency of the player (46) is at a fourth frequency wherein the third frequency is greater than the fourth frequency.



For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.